

Super Smash Bros Melee Kirby Character Guide Final

by me frog

Updated on Nov 21, 2003

SUPER SMASH BROS. MELEE

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|          %%%% KIRBY CHARACTER GUIDE %%%%|
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By me frog
GAMECUBE
Rated T (TEEN)
Created on: 12/30/01
Last updated: 11/20/03
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Version Final

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|          %%%%   VERSION HISTORY   %%%%|
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1.0- 12/30/01 I just got started. This is the first time I am writing two FAQs at once but I didn't want anyone to beat me to it. ;) As you see from the Table of Contents, I have gotten halfway through Adventure Mode and have completed everything above it. More to come!

1.01- 01/03/02 Got a little more of Adventure mode in and fixed some spelling mistakes. Also got some new combos in. Added a "best combo" section in the combo chapter. Right now, it is filled in by ItSaPhReAk. He doesn't really have a "combo" but it will help players a TON!

1.02- 01/05/02 The combos keep coming in! Got about three more and I added a lot more to adventure mode.

1.03- 01/13/02 Finished adventure and got (!!!) seven new combos. More soon!

1.04- 08/05/02 Wow... its been seven months! Lets all thank school. Anyway began classic mode and changed legal info.

1.4- 08/02/03 Almost a year since my last update.... wow.... Lots more stuff added, but still more to come!

1.5- 11/05/03 Matrix Revolutions. Yay. Oh sorry. Anyway, expect some rapid-fire updates in the next week or so as I hurry to get to the final version of this FAQ. I started by fixing the layout, so that it's actually readable.

1.55- 11/06/03 Here's a quick update for you. I finished three event matches here. Yeah, it's small, but I'm going to have at least twenty more event matches completed by the time the weekend ends. Then the FAQ will be almost done! YAY!

1.7- 11/18/03 Sorry about the lack of updates, but I've been pretty busy with my other stuff. I'm here to tell you to expect the final version tomorrow, and I added some event matches.

Final- 11/20/03 Final update here. Everything is in.

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|                               |%%%% KIRBY INTRODUCTION %%%||
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<(^)> This is Kirby. Well it isn't very good. Kirby, as you probably know, is a popular Nintendo character. He has appeared in many Super NES games, Game Boy games, Game Boy Color games, and a couple on the N64. Now he is in his first GCN (Nintendo Gamecube) game: Super Smash Bros. Melee (SSBM). He is, in my opinion, the best character (that isn't factual) in the game except for Mewtwo. He enters with his infamous ability to suck things up and float and returns from the original Super Smash Bros. with his Stone move and his Final Cutter move. He may be light, but this guy shouldn't be underestimated. His jump is the easiest to control (except for Jigglypuff) and he can throw characters easily. His rock can send enemies flying and protect him from damage at the same time. An he has one of the highest triple jumps. Are you convinced? Good.

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|                               |%%%% KIRBY GUIDE: REGULAR %%%||
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This chapter will tell you all of Kirbys' regular moves, and the amount of damage they do.

A	Right Punch	1-3 damage
A+A	Left Punch	1-3 damage
A (rapidly)	Vulcan Jab	1-3 damage
(dash) A	Fire Kirby	2-7 damage

Left+A	Spinning Kick	6-10 damage
Right+A	Spinning Kick	6-10 damage
Up+A	Back Kick	3-8 damage
Down+A	Squish Kick	5-11 damage
(Smash) Left+A	Smash Kick	7-20 damage
(Smash) Right+A	Smash Kick	7-20 damage
(Smash) Up+A	Kirby Flip Kick	5-20 damage
(Smash) Down+A	Propeller Kick	5-19 damage
(in air) A	Twinkle Star	3-11 damage
(in air) Foward+A	Spiral Kick	1-4 damage
(in air) Backward+A	Drop Kick	5-14 damage
(in air) up+A	Floating Flip Kick	8-16 damage
(in air) down+A	Screw Driver	1-3 damage
Z	Grab	no damage
R+A	Grab	no damage
Grab+A (hold)	Slap	1-3 damage
Grab+Z (hold)	Slap	1-3 damage
Grab+Foward (hold)	Power Bomb	3-8 damage
Grab+Backward (hold)	Brain Buster	4-8 damage
Grab+up (hold)	Ninja Drop	5-10 damage
Grab+down (hold)	Victory Dance	4-7 damage

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|          |%%%%% KIRBY GUIDE: SPECIAL %%%%%|
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This chapter will tell you about Kirby's four special moves.

SWALLOW (B button)

This move is great. Press and hold B to vacuum up any character, then press down on the control stick or B again to copy the enemy's B button move. This is great for Donkey Kong, Marth, Roy, Captain Falcon, Samus, and Ganondorf because they all have great B button attacks.

HAMMER (right or left+B button)

Kirby's Hammer attack is a great Smash move because it can knock opponents far away from you, and deal a fair amount of damage. If you are on the ground Kirby will swing the hammer left or right. If you are in the air Kirby will spin while holding the hammer above his head.

FINAL CUTTER (SPINNING BLADE) (up+B button)

This is an excellent, long range attack because it is one of the highest triple jumps, and can deal lots of damage depending on how unlucky the enemy is. Kirby will stick a blade out in front of him, launch himself into the air while spinning, and land, sending a faint colored blade out and hitting enemies. This move is great when you run out of power for a double jump also!

STONE (ROCK DROP) (down+B button)

This move can be used from above or on the ground and it is one of the best (maybe THE best) special move out there. Kirby will turn into one of three objects: A spike bomb, a Thwomp, or an anvil. They are all the same. If in the air, Kirby will fall to the ground inflicting heavy damage and sending an enemy flying if he hits one. While in rock form, Kirby is invincible too! Also, when you are high up in the air, in the magnifying glass, and are about to become a star, use the Rock Drop to

save yourself.

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|          |%%%%% KIRBY FIGHTING TACTICS %%%%%|          |
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This is a great chapter for beginners. Advanced players, like me ;), probably don't need to read this but they should anyway.

Kirby is fast. Kirby is strong. Kirby is light. Kirby is light: that is a problem. When facing characters like Bowser, Captain Falcon, Samus, and Donkey Kong you need to learn speed over power which is pretty easy to learn (unlike power over speed which is tough to get used too). You can easily outrun enemies, but you need to be careful that they don't build up your damage meter because all it takes is about 75% damage to turn you into a star. Try too stay away from enemies when you have heavy damage and stick with long range attacks until you find a Maximum Tomato, which is a powerful fruit that will recover half of your damage, or a Heart Container, which will recover 100% damage. Also, food is good too but it may take a lot to bring you back to around 20% damage or so.

Try out this stuff in the training mode if you are new to SSB or SSBM.

You will know you are weak when your opponent sends you into the magnifying glass (or close to that) without using a smash attack or a throw. Try to use your Spinning Blade attack most of the time. If you master these fighting tactics, you'll have no problem becoming a champion!!!!

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|          |%%%%% KIRBY COMBINATIONS %%%%%|          |
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This is the place to go if you want good combos. If you have a good Kirby combo, e-mail me and I'll try it out and if it is good, I'll post it.

by me frog: Start with the Right and Left punch, then a Vulcan Jab. Follow that by a Rock Drop, and then the Final Cutter move

by me frog: DO a fire Kirby, followed by the Final Blade, then do a left and right punch, and finally, a rock drop.

By srdan gajic: 1. use "fire kirby" and you will go through the opponent, then turn around and load up a kick, 9/10 times the computer opponent will run at you, when they do hit them with your loaded up kick.

2. in hyrule castle kirby can jump of the edge on either side and make it to the platform at the bottom. no opponent (except jigglypuff) can follow you off the edge without dying.

3. the ice climbers are easiest to beat with kirby. you can hit them with your brick almost all the time. i once beat 3 level 9 ice climbers in a 99 life team

battle. (i had 35 lives left, it was too easy)

BEST COMBO AWARD: by ItSaPhReAk (congragulations!):

The Suck attack (Literally)

This attack consists of standing near the edge of a platform (That drops off into nothing, so you'll die if you fall) and sucking in your opponent. Once you do this, walk to the edge and jump off, after about 1 second your opponent will come out of your mouth and drop like a rock (hopefully dying), while you, with your awesome jump combos, will safely make it back to the edge. A real "sucky attack", and sure to piss of all your foes. This is great for last minute kills, no matter how much damage your foe has, great for securing a win!

By srdan gajic: on the yoshi's island stage go on the farthest cloud to the right. then face the middle island and start doing your final cutter. all the computers will come at you head on so the final cutter will just keep knocking them away until they are out of jumps and fall down and die.

i just beat level 9 DK, Falco, and mario at the same time using the yoshi's island teqnique. i found out the computers get confused by your jumping up and down on the cloud they will start jumping in the air and dying without me even having to touch them. i won the 6 minute match with -4 points. but DK had -15, falco had -12, and that idiot mario had, get this: -21. in 6 minutes! no i'm not joking! these ARE level 9's! AND I ONLY HAD 6 KILLS!!!!!!!!!!!!!!

on STAMINA MODE play against mario at the pokemon stadium level. pause the game when the scoreboard is in view and it will say Nario instead of Mario.

By Thor Thunder: It may kill you, but if you are really in trouble and you have more lives than your opponent, go for it!

1) Go to the very edge of the level until you are balencing on the edge itself, and turn around.
2) Wait for your opponent to come and try to kill you.
3) Grab him/her.
4) Hit Back while you have him/her in your grasp, and Suplex the both of you right off the level!

By IMChillin730

1) The first combo with Kirby is to grab them and do the slam dunk. Quickly run up to them and do the Kirby fire.

2) The second combo is to do the Kirby drill kick. Before the enemy has a chance to recover you can either smash kick them to the side or smash kick them up in the air.

3) The third combo is to use your Kirby sword when an enemy is very

close to

you. If you hit the enemy with the second hit of the sword you are doing it

right. Next you quickly run up to them and do the Kirby fire.

4) The fourth combo is to jumb in the air and do the Kirby spinning hammer

(by pressing right or left + b) and then you can either hit them up, do the

spinning smash kick, or brick them if they go below you.

5) when your enemy has about 50% damage use the brick move above their head.

Then when they pop in the air do the Kirby spinning hammer attack or you can

hit them up in the air.

6) Make sure ur enemy has about 50% damage, then grab them and do the Kirby

combo kick into the ground. When they pop up hit them up in the air quickly.

7) The first thing you do is try 2 weaken your enemy then jump above and

do the Kirby drill kick. As soon as you hit the ground the will be just a

little above you in the air, then smash kick the enemy in the air.

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|          |%%%%% KIRBY GUIDE: ADVENTURE %%%%|
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You have evrything mastered? Well good because we are gonnna venture deep into adventure mode where you wiull put all your skills to the test, and come out with a trophy or two, expirience, coins, and maybe a secret character.....

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                        STAGE ONE
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Mushroom Kingdom 7 minutes

You begin your journey at Mushroom Kingdom where you will have to fight Goombas, Koopas, and Yoshis. Start by Rushing over the bricks and gray pillar. When you reach the place where 27 blocks are in midair, be careful because you have little jumping range to get over the Goombas. Walk a little more and you'll reach a pipe, which is a checkpoint. Now be really careful because there is water below you and if you fall, you'll loose a life. Use Kirby's floating ability to get over the water. When you reach the platform with Toad, you'll have to fight ten Yoshis. These little guys are easy to defeat. Use Kirbys spinning blade attack take care of them. Or, you could use the Stone attack. Either one will take care of them. Once you beat all ten you can continue. Walk accross the pipe at the bottom, jump to the gray platfoms, and to the flag.

VS. PEACH AND MARIO/LUIGI 4 minutes

If the second digit in your seconds meter ends with a two (such as 4:32.33) you'll fight Luigi instead of Mario. Peach and the plumber (I'll just say Mario) will try to souround you so make sure that doesn't happen. Hit them both with a smash attack like the hammer or use the

Stone or Final Cutter. They are pretty easy to defeat. Peach is really light so focus on her first. You should use a Rock Drop on Mario to send him flying. These guys can be defeated in about thirty seconds if you use this stratagy.

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STAGE TWO  
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Kongle Jungle 4 minutes

VS. TINY DONKEY KONGS

You will fight two tiny DKs in this level. Bigger players would have a lot of trouble with this level because the DKs are such small targets and their attacks don't really go low. This is one of those times where the Super Mushroom is NOT your friend. Try to get both DKs next to each other, then use the Rock Drop on them. The best one is the happy face because it covers the most distance (barley though). Also, the final cutter is a great move if they are futher away or above you. Avoid using your punches because you will probably miss the DKs.

VS. GIANT DK

This is the totally opposite of tiny DKs. Giant DK is bigger and stronger but he is slower. He is also pretty easy to beat. Start by rapidly punching him then use a final cutter. Use a stone on him and then do a smash attack. If all goes well, he should be in the 70s in damage so use your Ninja Drop and then do on last Stone. It should KO him.

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STAGE THREE  
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Underground Maze 7 minutes

This maze is filled with ReDeads, Octoroks, and LikeLikes. Try to kill at least one each because they are bonuses. At the beggining run for a bit and you'll reach the tunnel's middle tower. There are ReDeads on practically all of the platforms so try to float over them. There are five paths to take: Northwest, northeast, directly east, southwest, and southeast. The southwest path takes you to a volcano tunne lwith lava at the bottom and the platforms just brind you to the northwest entrance. If your taking that way, just take northwest. There is a room with either the Triforce (exit) or a Link battle. I can't tell you which because it is random each time. So if you get through that room, just exit and go through the northwest sction. Kirby can float to the platforms in the volcano passage, but I don't reccomend it. The directly east path takes you to a fork. Go up to end up at the northeast entrance (there are two rooms on the way) or down to end up at a dead end (there are two more rooms on the way).

FIGHTING LINK

There are six rooms in the maze. One has the Triforce and the other five have Links. If you see a room with a Master Sword, you'll fight Link. Link is very easy to defeat. Try to use your Ninja Drop on him, then a Final Cutter move. Now use a Stone move. He should have about 30 damage. Grab him and throw him off the edge. You might want to vacuum him up since his bow is a good weapon. Once you beat him, you can proceed.

VS. ZELDA/SHEIK 4 minutes

You'll fight Zelda/Shiek at Hyrule Temple. Try to use a Final Cutter move and hit her two times with it. The stone is also an exellent weapon to use. Vacuum Zelda up (not Sheik) because Nayru's Love is an exellent move that can reflect attacks and cause damage! Also, try to use your

smash attacks. If you see Zelda transforming into Sheik, hit her to stop the transformation.

If Zelda does transform into Sheik you need to change your strategy. Use you final cutter move and if you still have Zelda's hat, use Nayru's Love. Also try to release a barrage of punches on her. Using this stratagy, Sheik should go down easily.

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STAGE FOUR  
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Brinstar 4 minutes

VS. SAMUS

Samus is easy to beat as long as you focus on attacks and don't go beserk. Begin a nice combo by releasing a barrage of punches and keep her from charging her blaster by hitting her when she begins to charge it. Use a Stone move when she is below you and when the acid comes up, use your Stone to stay under it and lead Samus to getting burned. Wait a few seconds after the acid rises before doing this otherwise you'll go back to regular form and get hurt. At the bottom platform: see that gooey stuff? Use you Final Cutter on it and it will break and separate the bottom platform into two parts. Use a Ninja Drop on Samus when her damage gets high and then use another Stone. That should beat her.

Escape from Brinstar 40 seconds

Brinstar is about to explode and you have 40 seconds to make it to the evacuation platform. This is easy for Kirby because his jump is very easy to control. Jump from platform to platform and be on the lookout for a trophy. If you can't reach a platform with your jump, use a Final Cutter to get a little extra air.

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STAGE FIVE  
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Green Greens 4 minutes

You are batling a Kirby against a Kirby in this battle. Try to catch him twice in a final cutter and then use a Stone move on him. Make sure he doesn't do the same! Also try to release a barrrage of punches on him. Try to keep him near the edge too. When his damage is high, throw him.

Green Greens 4 minutes

You'll have to battle fifteen Kirbys in this battle and each one is wearing a different character hat. If you vacuum one up, you'll steal their hat. Try to use a Final Cutter while you are positioned in the center of the stage to wipe out a lot of the Kirbys. You can also use the stone when a bunch of Kirbys are clumped up in a group. Using this stratagy, you should easily win.

Green Greens 4 minutes

If you beat stage 5-2 in under 30 seconds, you will get to battle a Giant Kirby. Begin by using a stone on him, then toss him. When he reaches you again, hit him with a smash attack to send him far again. Now use your Final Cutter move and then another stone. Throw him again when he reaches about 100 damage.

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STAGE SIX  
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Corneria 4 minutes

In this level, you'll battle Fox on the Great Fox. Fox is pretty light but beware of his up B move because although it takes about two seconds, it can really hurt. His Illusion move is weak so don't worry about that. Try to use as many smashes as you can on Fox. Try not to use the stone move often; you'll probably miss. As always, a Final Cutter move is good. Also try to vacuum him up because his blaster, even though it isn't that powerful, can harm your enemies if they try to get near you. Be careful that Fox doesn't use his Mirror Shield when you fire because it will bounce back to you. When his damage is high, throw him..

Peppy, Slippy, and Falco will now come to help Fox. You will now have to fight Fox again. (If you have unlocked Falco, you might vs. him). He is wearing different clothes but other than that, nothing has changed. There will be a lot of fire during the battle from Slippy, Peppy, and Falco's Arwings so try to avoid jumping. Fox can get hit by the fire too though so use a Ninja Drop on him to damage him, then send him into the air. You can also use the same stratagy you used when you fought the first battle.

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STAGE SEVEN  
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Pokemon Stadium 4 minutes

You'll battle 15 Pichus (sometimes Jigglypuff and Pichu will appear if you have unlocked them) in this level. It is extremely easy. Just use the same stratagy you used on the 15 Kirbys. Beware of the Thunder attack because it can hurt. There will be lots and lots of Poke' Balls so pick them up and throw them at the Pichus to KO them. You can also just let the Pokemon from the Poke' Balls do the work for you. Either way, this is an easy battle.

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STAGE EIGHT  
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Big Blue (F-Zero Grand Prix) 4 minutes

Your on the F-Zero track and you have to make it to the end in four minutes. Double tap the control stick right to begin running. You should have reached the thrid floating platform by the time a little (!) appears over your head. That means get on a platform because the F-Zero vehicles are coming. One hit from just one vehicle will give you 35 damage so be careful! After the cars zoom by continue running. When you reach a floating gray platform jump on it. FOR GOD'S SAKE DON'T PRESS DOWN ON THIS PLATFORM! You will fall through and it will make you loose a ton of time. You'll probably also loose a life. Jump to the next platform with the pink ramp.

The (!) should appear over your head if you ran all the way here. Just duck (you can press down on this one) and the cars will zoom right over you. Now jump to the pink platform, and then the pink one after that. If the (!) appears over your head while you are on these platforms you can just stand there and the cars will go right over you. Jump to the next platform and continue running. The (!) might appear (it probably won't) while your running. If it does, just jump on the narrow pink platform. When you reached the red section of the platform, you'll finish. Don't be upset if you loose a life on this if it's your first try because there is a good chance you might.

VS. CAPTAIN FALCON 4 minutes

Captain Falcon is really easy if you focus. Begin the battle by jumping because Captain Falcon almost ALWAYS uses his Raptor Boost at the

beginning. Use a stone attack and then a Final Cutter. When the platform you are on lands, you'll have more room. Use a smash attack, and hit him when he begins to do his Falcon Punch. When the (!) appears over your head and the word Go! appears get to the middle of the stage because the platform will rise and take you to another area. Some areas have F-Zero vehicles racing through them. Get on top of the platforms on that part of the track a fight there to avoid them. Throw Captain Falcon when he has about 125 damage on him.

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STAGE NINE  
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Onett 4 minutes

You will battle 3 Nesses in this level. They aren't too easy (Pikachu) or too hard (Giga Bowser). Use a Final Cutter move and then do a smash attack. If your smash attack is used correctly, you can probably KO one of the Nesses. You only need to get the Nesses damage up to about 50 before you use a smash attack to knock them out. When the (!) appears over your head then get out of the street because a car will come and zoom by.

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STAGE TEN  
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Icicle Mountain 4 minutes

Remember the Ice Climbers? You don't? Well these guys are tough (no actually they are easy with Kirby) in their game but in Melee, Kirby can so whoop their asses.

You start out on a mountain that will scroll upwards. You'll meet the Ice Climbers after 50 seconds of this so try not to get your damage up high. The Topsies are very easy so kill at least one for a bonus. The Polar Bears are tough. Do a smash attack on them. If you kill them you get a bonus (not a lot of points but you need to get all bonuses to get a trophy). Jump up from platform to platform as the screen scrolls and keep your eyes peeled for a trophy. After about thirty seconds, the scrolling will get much faster but it is still easy to keep up with if you don't doze off. You only need to kill Popo (the blue Ice Climber) to win (I guess they think that killing Nana isn't nice cause shes a girl) but that doesn't mean you shouldn't focus on Nana. If you get rid of her, Popo loses his triple jump (he jumps, like, a centimeter higher when he uses it without Nana) so he won't be able to keep up with the scrolling that easily (yes the mountain will continue to scroll but it is much slower than it was at the beginning). Both climbers are easy to kill. Do a smash attack to send them flying in either the right or left magnifying glass then do another smash attack to kill them.

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STAGE ELEVEN  
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Battlefield 4 minutes

You vs. a frakish fifteen (oh no not fifteen) Wireframes dudes in this level. C'mon if you don't know how to whop these guys, you need to reread the discription for level seven and five. This is just like the Kirbys and Pikachus remember? Oh yeah... just use the final cutter and shamsh attacks and the rock AND the hammer to defeat these guys.

VS. MARIO AND LUIGI (METAL)

If you haven't unlocked Luigi (and you should've) then you'll just face Metal Mario but if you have, you'll also face metal Luigi. These guys are slower, and can't jump as high but they have more defense and more

power, Use a hammer attack on them and use a charged smash attack. As always when your facing two characters, don't let them surround you! They are very weak jumpers so a smash attack when they're near the edge should take care of 'em.

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STAGE TWELVE  
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Final Destination 4 minutes

VS. BOWSER

Oh look it's the big and fat and smelly Koopa King who can't even beat a plumber. Don't be afraid to use short range attacks. Just go crazy on him and don't let him have a chance to attack you. Smashes, Final Cutters, Ninja Drops, hammers, and more smashes. Just do one after another then smash him off the stage. After that, hang on the edge so he can't get back on. Great you have beaten the game.....

OH NO YOU HAVEN'T

VS. GIGA BOWSER

Beat the game on Normal or higher without continuing in under 18 minutes to fight this guy. This is the part where there is a scary scene that is supposed to scare you and make you cringe in fear. When the battle begins get as far away as you can from Giga Bowser and use your Final Cutter because it is long-range. After you get him to about fifty damage with this, do a stone on him and stay a stone is he attacks. Then release a barrage of hammer attacks on him and then introduce him to your fists. This should get him up to about 100 damage. Do a Ninja Drop after that. Avoid his attacks because they can cause some serious damage (Bowser Bomb especially). When you get him to about 150 damage, try to throw him. If you manage to get him off the edge then hang on the edge of the Final Destination stage so he can't get back up.

GREAT YOU'VE BEATEN ADVENTURE MODE!

Now you'll get a cool "smash" trophy of Kirby and the Giga Bowser trophy if you beat Giga Bowser.

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| |%%%% KIRBY GUIDE: CLASSIC %%%| |
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CLASSIC MODE

Note: The characters you fight in classic will be random so this chapter might be a bit different.

STAGES 1,4,7 AND 10

Normal Melee 5 minutes

Note: this covers 1, 4, 7 and 10 so they will be skipped in the rest of the Classic Walkthrough

You will battle random characters in these stages. There are three different kinds of battles. Light, Regular, and Heavy.

NOTE: Hidden characters will appear after you have unlocked them

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LIGHT WARRIORS

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Pikachu
Peach
Fox
Ness
Ice Climbers
Zelda/Sheik
Jigglypuff
Falco
Kirby
Young Link
Pichu
Mr. Game & Watch

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REGULAR WARRIORS  
~~~~~  
Dr. Mario
Mario
Link
Yoshi
Samus
Mewtwo
Roy
Marth
Luigi
Captain Falcon
Ganondorf

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HEAVY WARRIORS  
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Bowser
Donkey Kong

Battling light warriors

Kirby doesn't really have a lot of power in the throwing category so I suggest Final Cutter rapidly and DEFINITELY Rock Drop to do a lot of damage. Ninja Drop is also suggested and it will help you A TON! After they have around 100 to 150 percent damage on them, do a rock drop.

Battling regular warriors

You have to be careful when battling these guys because they are pretty even. They are fast and strong so you need to use moves from long distance if you must. Final cutter is suggested and use rock drop too. All regular characters have good B attacks so suck them up. Also most of their B attacks are long range so you can use them against the enemy. Rock Drop after they have around 125 percent damage.

Battling heavy characters

Try not to let them throw you because even if you have only about 50 percent damage you can get thrown far. I suggest sucking them up and then whooping their ass using their B move, rock drop, ninja drop, final cutter, and regular A button moves. Try to get their damage around 225

before using a brain buster or just Power Bomb.

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      ><><><><><>      STAGE TWO: TEAM MELEE      <><><><><><><  
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5 minutes

If you are battling heavy characters, sit back and let your teammate do all the work. If you are battling regular or light characters... rock drop, ninja drop, final cutter, swallow, rock drop, punch, rock drop, punches, rock drop, more punches. Finally throw them over the edge when thier damage is at 100 percent.

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><><-----<><><  
      ><><><><><>      STAGE THREE: BREAK THE TARGETS      <><><><><><><  
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See my target test chapter for information on target test.

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      ><><><><><>      STAGE FIVE: GIANT MELEE      <><><><><><><  
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5 minutes

You will battle a random giant character with two CPU characters helping you. As with team melee, let your partners do all the work no matter what, and join in when you see an opportunity to hit him/her. When their damage is around 150-200 percent, throw them or use a Rock Drop. Note: If you want a lot of points try to deal as much damage as possible instead of letting your teammates do it.

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      ><><><><><>      STAGE SIX: SNAG THE TROPHIES!      <><><><><><><  
<><><-----<><><
```

2 minutes

Three trophies will fall from the sky and if they hit you you die. Kidding, just kidding you want to hit THEM! Using basic A attacks, make sure the trophies fall into the little hoop thing. If they do and you complete classic, you get them!

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><><-----<><><  
      ><><><><><>      MULTI-MAN MELEE      <><><><><><><  
<><><-----<><><
```

5 minutes

C'mon people you have to remember when you fought the Wireframes, and Kirbys, and Pikachus! You know about this! All you have to do is Rock Drop or Ninja Drop and they are gone!

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><><-----<><><  
      ><><><><><>      STAGE EIGHT: RACE TO THE FINISH!      <><><><><><><  
<><><-----<><><
```

53 seconds

There are 18 exits in this level and you can choose to take any of them. The farther the exit is, the more points and coins you get. The first part of the level is easy. Run past the obsticles and jump up the platforms in the zig-zag tunnel. When you drop off the top off the zig-zag tunnel, keep going right and be careful of the pit. If you fall in,

you'll lose time. You'll come to a split with three paths.

Top path

DO NOT UNDER ANY CIRCUMSTANCES TAKE THIS ROUTE! It is terrible terrible TERRIBLE! If you do decide to take it be VERYYYYYY careful! There are spikes everywhere and if you touch even one of these spikes you'll get hit and bounced around and lose tons (I'm talking about 2 whole seconds) of time. Avoid this path. You are Kirby. Not Peach. If you do take it float carefully and avoid any area NEAR the spikes. At the end you come to a tight corner so it will become verrrrrrrry difficult and if you do manage to make it to the eighteenth exit, you'll probably have less than a second left.

Middle Path

Much much safer than the spikes but still very dangerous. There is lava and like the spikes if you touch it it will bounce you around and eat up at least 3 SECONDS (if you're lucky maybe around two seconds) of your time so be careful. If you do take it you can float over the first three with ease but make sure to pause on the ground in between or on the floating rocks otherwise Kirby will get tired and fall into the lava. For the last lava pit TAKE A REST ON THE FLOATING ROCK otherwise you might not make it.

Lower Path

HIGHLY RECOMMENDED! There are no traps at all and it is a big wide room although there is a bottomless pit and the uh... bottom. but with kirby's floating ability, you don't have to worry. Take a rest on the second, third, fourth, and sixth platforms (actually you might just want to take a rest on the second platform, the white platform, the fifth platform, and then go to the end of the room.

The goal is just a few steps away! It'll be at a dead end.

><<>-----<><>
 ><<><><><><> STAGE ELEVEL: VS. MASATER HAND <><><><><><>
 <><>-----<><>

4 minutes 59.99 seconds

Master Hand's health varies depending on which difficulty you are playing on.

Here is a

chart:

Very Easy: 150 HP

Easy: 250 HP

Normal: 300 HP

Hard: 325 HP

Very Hard: 360 HP

Unlike other levels, you must drain Master Hand's hit points to defeat him.

Master Hand has eleven attacks:

Finger Shot: when master hand makes his hand like a gun, duck. If you do, Master Hand will fire his bullet over you. Master Hands can fire up to three bullets so wait a second if you think he is done before getting up.

Catch: Master Hand will try to catch you in its fist. If he does, he'll squeeze you three times then either throw you off the platform or slam you down. When he starts to reach for you, get out of the way!

Finger Laser: Master Hand will shoot beams at you, one from the Pinky, Ring,

Middle, and Pointer finger. Get under Master Hand's wrist and attack from there until he is done.

Screw Drive: Master Hand will shoot fire from where his arm should be and disappear. Then he will come back, twirling his hand. Use a triple jump to get out of the way and then attack.

Fist Attack: Master Hand will make a fist and slam hard on the ground. Roll out of the way when you see him make a fist.

Slap: Master Hand will make a swing with his hand and do this three times across the stage. Jump behind the hand and attack

Finger Drill: this move can do a lot of damage. When master hand slams his hand down when his fingers are together, he will spin them and then throw you off to the side. Roll out of the way to dodge it. If you get hit, you can still escape it by rolling.

Palm Press: Master hand will slam his palm on the ground. Roll or jump to dodge. Once his hand is on the ground, attack.

Punch: Master Hand will sometimes try to punch you. As with the other attacks, roll out of the way and then attack.

Finger Walk: Master hand will use his pointer and middle finger to walk and if he hits you, he'll kick you off the platform. Jump over the attack and hit him from behind.

Finger Poke: This attack is so easy to avoid but it can hurt if you are hit. When Master Hand's pointer finger has a little star on the end, just move away from Master Hand. It will poke three times, and then you can attack him.

To defeat Master Hand just jump up in the air and hit him by holding A. Yes that actually does a lot of damage. Use rock drop at the end of the palm press. He'll be stationary when he isn't doing an attack and DON'T use the hammer or final cutter it does very little damage. Also at the end of the palm press, you can punch (rapidly A) and that actually does more damage than the rock drop to him. It's recommended highly! Using this strategy, you will beat him.

What the hell? A crazy clone?

If you are playing on Normal difficulty or higher and beat the first 10 stages in under fifteen minutes without continuing, Crazy Hand will fly into the arena when you get Master Hand's HP down to half.

Crazy Hand has all of Master Hand's attacks and also has three attacks of his own:

Spider Walk: Like the Finger Walk but he uses all of his fingers. Just jump over.

Struggle: When Crazy Hand uses his Struggle attack jump out of the way!

Bomb Drop: When Crazy Hand drops a bomb roll out the way to dodge it!

To beat Crazy Hand just use the same strategy you used to battle Master Hand. Take out Master Hand first because sometimes the two hands will team up. They will begin to glow when they are about to team up. Don't try to attack them, just get out of the way!

CONGRATULATIONS! You have beaten Classic. Now you get a different Kirby trophy

than the one you get in adventure mode!

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|          ~~~~~                      |
|          |%%%%% KIRBY GUIDE: ALL-STAR %%%%%|          |
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Yeah okay you've beaten classic and adventure and can whoop your friend's butts but can you beat All-Star mode? This mode is unlocked after you unlock all the secret characters so let me tell you how to unlock them:

Luigi: Play 800 VS. mode matches or run past the flag at the end of Mushroom Kingdom when your seconds ends with a two (like 4:12.34)

Marth: Use all of the original 14 characters in either regular mode or VS. mode or play more than 400 vs. mode matches.

Roy: Beat Classic Mode with Marth without continuing or play more than 900 VS. mode matches

Mr. Game and Watch: Clear Adventure, Classic, or Target Test with every character except Mr. Game and Watch or play more than 1000 VS. mode matches.

Dr. Mario: Beat Classic or Adventure mode with Mario without continuing or play more than 100 vs. mode matches

Ganondorf: Beat Event Match 29 or play more than 600 vs. mode matches

Young Link: Beat Classic or Adventure mode with more than ten characters or play more than 500 vs. mode matches

Falco: Survive the 100-man Melee or play more than 300 vs. mode matches

Pichu: Beat Event Match 37 or play more than 200 vs. mode matches

Mewtwo: Play more than 20 hours of vs. mode or play vs. mode more than 700 times

Jigglypuff: Beat classic or adventure mode (you can use a continue) with any character or play more than 50 vs. mode matches

Think you can do that? Okay so lets begin.

RULES:

You have one life.

Your damage meter stays the same after each battle.

After every battle, you'll come to a wooded area with three heart containers.

Once

they're gone, they're gone. (The wooded area sometimes has trophies)

There are 13 rounds.

Opponents for rounds one-twelve are random.

Round 13 is a battle with 25 Mr. Game and Watches.

DO NOT TAKE THE HEART CONTAINERS UNTIL YOU HAVE OVER 100 DAMAGE!!!!!!!!!!!!!!!

For the first through fourth battles you face one character.
For the fifth through eighth battles you face two characters.
For the ninth through twelfth battles you face three characters.
For the thirteenth battle you face 25 Mr. Game and Watches.

BATTLES ONE THROUGH FOUR

Okay here are the strategies for battles one through four:

If you are facing a light character then use Ninja Drop, Brain Buster, Power Bomb, and definitely Final Cutter and Rock Drop! You can also "corner" them so they are about to fall off and start punching them then using a smash attack to send them off the edge. Anyway when their damage is around 125 percent, smash them out of the arena.

If you are facing a medium character then stick with Rock Drop and Final Cutter. Ninja Drop is okay too although I suggest it only when you MUST use it! Try to swallow them because as I said earlier some medium characters have powerful, long range attacks (Samus, DK, Captain Falcon, Ganondorf, etc.) Also do a lot of combos (try some of the combos readers sent in) and smash attacks and when their damage is around 125 percent, do the usual.

If you are facing a heavy character use your speed and do small A and B button attacks. Also rock drop because they are SLOW! A good strategy would be to use rock drop, then start juggling them in the air until they finally turn into a star. Otherwise, make sure their damage gets around 150-200 percent and then do the usual.

BATTLES FIVE THROUGH EIGHT

Two against one? That doesn't seem very fair. To survive, use this strategy: DO NOT LET THEM SURROUND YOU! I do not know a way to survive this unless I get lucky and are able to jump away. Focus on the light(est) character first and use the tactics described above (for battles one through four) and then use the tactics above also (for the medium or heavy characters) If both are light, medium, or heavy, it doesn't matter who you go for first although I would try to take out the more powerful ones first (Bowser, DK, Captain Falcon, etc.)

BATTLES NINE-TWELVE

Three against one? Okay THAT REALLY isn't fair. I have two words for you: go crazy. A button, B button, Z button moves, combos, juggling, rock drop, final cutter, hammer, ninja drop, punch, swallow... Don't let those assholes hurt you. You will take around 150 damage unless you are really good with Kirby but if you were, you probably wouldn't be reading this :) Anyway wait until they have around 100 (light) damage, 125-140 (balanced) damage, or 200 (heavy) damage before doing you-know-what.

VS. MR. GAME AND WATCH (x25)

Okay people lets go back to adventure mode. Remember these battles: Yoshis, Kirbys, Wireframes. This is just another one of those battles. Very easy. Just pick a spot and do rock drops and final cutters and you'll beat them. That's really it. C'mon you've made it past 24 characters with one life so you can easily beat 25 Game and Watches especially when they are meat (verrrrrrrrrrrrry easy).

CONGRATULATIONS! You have beaten All-Star! Now you unlock a secret stage, and you get the coolest Kirby trophy!

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Note: Due to intense difficulty of the stage map i cannot draw a map of the stage. I can, however, give you a terrible guide which I don't reccomend but its worked for me :) Kidding the guide is okay but I know there are some better ones. If you have a map or a good target test guide PLEASE send it in!

Hit the target right in front of you then use the rock drop to get the two targets in the little passage.
When you land on the log platform, jump up and to the left, and break number four which you'll see.
Back on the wood platform jump up and to the right to get the target near the raised platform.
Go right and grab the target you'll see...
Float up to break the two targets, then using one of the platforms where 7 and 8 were float up to break 9.
Drop down to the log platform, and float near the bottom of the stage, and use Final Cutter to get to the log platform with the final target!

Yes I know that wasn't a good guide. If you can, send me a map or a better guide!

10 MAN MELEE

Okay so just how fast can you beat 10 Wireframs? Final Cutter and Rock Drop are really all you need to win so use them!

100 MAN MELEE

I have some tips on how to beat this. If you do you get a chance to try and get a secret character so good luck!

- don't die
- Rock Drop
- Final Cutter
- Grab every item you see (those Heart Containers are a huge help!
- When you area on high damage AVOID THEM AND WAIT FOR AN ITEM!
- Pick one spot and stay there to attack and only move unless there is a good item (I mean good items not like the fan)
- I suggest the center of the arena on the floor
- SPINNING HAMMER SPINNING HAMMER SPINNING HAMMER
- Smash attacks are also good
- DON'T THROW THEM AT ALL!
- Don't pick a spot near the edge!
- If you get knocked toward the edge, move back to the center fast especially when you're at around 100 damage!

3 MINUTE MELEE

Here are some good tips

- more and more appear as time gets closer to zero so keep your guard up!
- don't die
- Rock Drop
- Final Cutter
- Grab every item you see (those Heart Containers are a huge help!
- When you are on high damage AVOID THEM AND WAIT FOR AN ITEM!
- Pick one spot and stay there to attack and only move unless there is a good item (I mean good items not like the fan)
- I suggest the center of the arena on the floor
- SPINNING HAMMER SPINNING HAMMER SPINNING HAMMER
- Smash attacks are also good
- DON'T THROW THEM AT ALL!
- Don't pick a spot near the edge!
- If you get knocked toward the edge, move back to the center fast especially when you're at around 100 damage!

15 MINUTE MELEE

I have NEVER beaten this with Kirby (I've lasted about seven minutes but then I get knocked off) so if you have a good strategy please e-mail it to me!

CRUEL MELEE

These guys are very hard to kill

Rock Drop is what i suggest! My best is 6 with Kirby! good luck!

CRUEL MELEE HALL OF FAME (kills)

1. me frog (6)
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.

CRUEL MELEE HALL OF FAME (time)

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.

(I don't remember my best time)

I can tell when you are lying. You must tell me EXACTLY HOW YOU SURVIVED/KILLED. Lie and i'll ignore it. If I don't post it I don't believe. So don't lie. If you don't tell me your strategy I'll just guess you aren't telling the truth. Oh if you send me something like 34 or 37:57.46 the chances are

1:100,000,000 that you aren't telling the truth. But I'll check your strategy anyway.

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|          ~~~~~                     |
|          |%%%%%  EVENT MATCH GUIDE  %%%%%|
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This guide will tell you how to beat all of the event matches with Kirby. I will tell you how to beat only the event matches where you can play as Kirby.

Difficulty key:

- * Very Easy
- ** Easy
- *** Medium
- **** Hard
- ***** Very Hard
- ***** EXTREMELY Hard

ALL DIFFICULTY RATINGS ARE BASED ON SOMEONE'S FIRST TIME THROUGH A MATCH!

EVENT MATCH THREE
BOMB-FEST
DIFFICULTY: **
TIME: UNLIMITED
STOCK: ONE EACH
LOCATION: PRINCESS PEACH'S CASTLE
VS. LINK AND SAMUS

This is a pretty easy event match as Kirby. Bob-ombs will fall from the sky constantly and Link and Samus will both throw bombs at you. Kirby is a light character, so he can get blasted away easily by the bombs.

First take out Link because his bombs are more dangerous. Just do a couple Final Cutters and a Rock Drop and he is dead. Next is Samus. Use the same strategy against her. Watch out for the bob-ombs falling from the sky because they can seriously damage you.

EVENT MATCH FOUR
DINO-WRANGLING
DIFFICULTY: *
TIME: UNLIMITED
STOCK: THREE
ENEMY STOCK: ONE
LOCATION: YOSHI'S STORY
VS. GIANT YOSHI

Yoshi spends most of his time up in the air, avoiding attacks, so you'll have to do upward smash attacks against him. If you are a beggining player, you'll probably die at least once. Once, Yoshi just fell off the stage and died, and I don't know if that will happen to you or not. Anyway stick with the upward smash attack strategy and he'll be dead in fifteen seconds

EVENT MATCH SIX
KIRBYS ON PARADE
DIFFICULTY: ***
TIME: UNLIMITED
STOCK: ONE

ENEMY STOCK: TWO
LOCATION: FOUNTAIN OF DREAMS
VS. KIRBY x3

You'll fight three of your own here. Two Kirby's will most likely surround you while the other stands above you and does a rock drop so watch out. The final cutter works great here because it has good range and can damage all three Kirbys at once. When a Kirby reaches high damage, do a rock drop on them. Be careful not to get hit too much, since you only have one life.

EVENT MATCH SEVEN
POKEMON BATTLE
DIFFICULTY: *
TIME: UNLIMITED
STOCK: TWO EACH
LOCATION: POKEMON STADIUM
VS. PIKACHU

You are only allowed to use Poke Balls in this level. That isn't a problem since five Poke Balls fall about every three seconds. You are a fast character, so you can easily beat Pikachu to the Balls. Remember to watch out for Pikachu's pokemon. If you avoid them, this is a SUPER easy battle.

EVENT MATCH EIGHT
HOT DATE ON BRINSTAR
DIFFICULTY: **
TIME: UNLIMITED
STOCK: TWO EACH
LOCATION: BRINSTAR
VS. SAMUS

This is a super-easy battle if you avoid the acid below you. Use the same strategy as you did in event match three. Upward smash attack. You can also try to knock Samus into the acid but she usually gets back up pretty quickly. Dodge her attacks and attack whenever she charges her beam.

EVENT MATCH NINE
HIDE 'N' SHEIK
DIFFICULTY: ***
TIME: UNLIMITED
STOCK: ONE EACH
LOCATION: GREAT BAY
VS. ZELDA/SHEIK x2

The characters are easy to defeat, but it is the objective that makes this level hard: Defeat Shiek only. If you KO Zelda, she'll reappear in seconds. Only Shiek can die for good, so fend off the Zeldas with weak attacks and use strong attacks when you are attacking Shiek.

EVENT MATCH TEN
ALL-STAR MATCH ONE
DIFFICULTY: ***
TIME: UNLIMITED
STOCK: TWO
ENEMY STOCK: ONE
LOCATION: YOSHI'S ISLAND, JUNGLE JAPES, YOSHI'S STORY, PEACH'S CASTLE,
RAINBOW CRUISE
VS. MARIO, DONKEY KONG, YOSHI, PEACH, BOWSER

There are five all-star event matchs and this is your first one. I will

describe how to beat each character with a simple, yet effective strategy.

VS. MARIO (YOSHI'S ISLAND)

You'll want to inhale Mario first off because his fireball attack is useful. Then use your final cutter move against him a couple times and throw a couple fireballs at him. He should reach 100 damage quickly. You should then do a rock drop on him to defeat him.

VS. DONKEY KONG (JUNGLE JAPES)

Inhale Donkey Kong when the battle starts and then use his mega punch against him. That should do some high damage. Do a final cutter when he recovers and then charge another mega punch. The moment he recovers from the cutter, release the second mega punch and he should fly out of the ring.

VS. YOSHI (YOSHI'S STORY)

Try to keep Yoshi on the ground for the match because he can't be hurt easily when he is in the air. Inhale him for his licking attack, then get near the very edge of the ring and swallow him. When you let him out as an egg, he should fall right off the edge and instantly die.

VS. PEACH (PEACH'S CASTLE)

Peach is the easiest character in this match. She is very light, which allows you to do only one or two rock smashes before she goes up very high. Start by doing a final cutter or two then do continuous rock smashes until she turns into a star.

VS. BOWSER (RAINBOW CRUISE)

Bowser is the hardest character to battle here. Inhale him for his fire breathing attack and then use in on him until you run out of breath. Then do a couple of final cutters and breathe on him again. End it with a rock smash and then throw him off the edge.

EVENT MATCH ELEVEN

KING OF THE MOUNTAIN

DIFFICULTY: **

TIME: 1:02

STOCK: ONE

ENEMY STOCK: UNLIMITED

LOCATION: ICICLE MOUNTAIN

VS. ICE CLIMBERS x2

The objective of this level is not to defeat the Climbers, but to survive until time runs out. The mountain will scroll upward and if you fall behind, you'll fail. Fend off the Ice Climbers with weak attacks and avoid them as much as you can especially when the scrolling speeds up.

EVENT MATCH TWELVE

SECONDS, ANYONE?

DIFFICULTY: ****

TIME: 0:07

STOCK: ONE EACH

LOCATION: MUTE CITY

VS. CAPTAIN FALCON

Yes I DO have a strategy for this! It is VERY VERY hard to do though so have patience. You have seven seconds, which leaves time for a good smash attack and that's exactly what you should do. The moment the level begins charge up a smash attack to its full power and release. C. Falcon should fly off the edge and die. Falcon might also do his Falcon Punch at the

same time you do your attack so watch out.

EVENT MATCH FOURTEEN
TROPHY TUSSLE ONE
DIFFICULTY: **
TIME: 3:00
STOCK: TWO EACH
LOCATION: GIANT GOOMBA TROPHY
VS. RANDOM CHARACTERS x3

You will always fight three random characters in the trophy tussles so all I can tell you is to sit back and let them fight each other. When one of them gets to high damage, do a good smash attack to KO them.

EVENT MATCH FIFTEEN
GIRL POWER
DIFFICULTY: ***
TIME: UNLIMITED
STOCK: TWO EACH
LOCATION: FOUNTAIN OF DREAMS
VS. PEACH, ZELDA, AND SAMUS

You'll fight the three playable girls in this level. Kirby is excellent because he is fast. Focus on one girl at a time and do some final cutters and rock drops. Some good smash attacks wouldn't hurt either. If they surround you, GET OUT OF THERE! It is a good idea to inhale Zelda, since Nayru's Love is a great attack. Use it against the girls to defeat them.

EVENT MATCHS SIXTEEN
KIRBY'S AIR-RAIDE
DIFFICULTY: ***
TIME: 38 SECONDS
STOCK: ONE EACH
LOCATION: CORNERIA
VS. KIRBY (x10)

Here, you'll be fighting ten yellow Kirbys. Only five Kirbys will appear at one time, and the Kirbys can't hurt you at all. What makes this three stars? Well, the only way you can hurt them is by the warp stars that appear all over the place. Try to group two or three Kirbys together, then grab a warp star and aim for the group. If you do that, you should clear this event match with about three seconds to spare.

EVEN MATCH TWENTY
ALL-STAR MATCH TWO
DIFFICULTY: ***
TIME: 4:00
STOCK: 2
ENEMY STOCK: 1
LOCATION: Brinstar, Great Bay, Temple, Mute City, Corneria
VS. Link, Zelda, Samus, Captain Falcon, Fox

~~~~~  
SAMUS  
~~~~~

Samus is realatively easy. You simply need to get her near the edge, and then do a smash attack to have her fall into the acid. If she tries to get back, jump off the edge and strike her, then use your jumping skills to get back to the top.

LINK

Link is slightly tougher. You'll want to use Rock Drop on him rapidly to build up damage. Inhale him, since his B move has good range. If you get damage built up, then do a final Rock Drop to take care of him.

ZELDA

Zelda is really easy as, well, Zelda. But when she transforms into Sheik, it can be difficult. Stay close to her and strike her whenever she begins to transform. By doing that, you can prevent from transforming. Use multiple rock drops on her and use your Copy ability on her. Nayru's Love is her B move and it damages and counters the attacks an enemy does!

CAPTAIN FALCON

Captain Falcon is somewhat easy. His Falcon Punch is deadly, but it's also a graet way to use a Rock Drop on him without him being able to dodge it. If you inhale him, his Falcon Punch can easily turn the odds in your favor. Be careful though, because it leaves you veurnable to attacks!

FOX

You should have a life and about forty-five seconds left on the clock. That's fine, since you should be able to take out Fox in that amount of time anyway. What you should do is stay next to him at all times and do small combos with your A attacks. It wouldn't be a good idea to juggle him either. Once he has high damage, lure him to the edge and perform a smash attack to defeat him.

EVENT MATCH TWENTY-ONE

ICE BREAKER

TIME: 1:00

STOCK: ONE EACH

VS. ICE CLIMBERS (2 pairs)

LOCATION: Princess Peach's Castle.

I have not yet found a strategy to defeat this with Kirby. It's hard! If you have one, please send it to me.

EVENT MATCH TWENTY-TWO

SUPER MARIO 128

TIME: N/A

STOCK: ONE EACH

LOCATION: Mushroom Kingdom

VS. TINY MARIO (x128)

Again, no strategy here. If you have one, send it in!

EVENT MATCH TWENTY-THREE

SLIPPY'S INVENTION

TIME: N/A

STOCK: TWO EACH

LOCATION: Venom

VS. Fox and Falco

This is pretty much a playable episode of the Twilight Zone. You're battling FOx and Falco, and they're invisible! Anyway, what you should do is use rock drops wherever you see little static in the air. If that doesn't work (they can move

around a lot to make you lose track of where they are), then get right up next to them and use your Final Cutter move and small A button combos. Once they are at high damage, get to the edge of a wing and throw them.

EVENT MATCH TWENTY-FOUR

THE YOSHI HERD

TIME: 2:00

STOCK: One each

LOCATION: Yoshi's Island

Vs Yoshi x30 (3 at a time)

This is one of those event matches that is somewhat easy and somewhat hard. It is "somewhat hard" due to the fact that you have a time limit here, facing 30 Yoshis. It's also "somewhat easy" due to the fact that the Yoshis are pretty weak. You are going to have to stick to your rock drop here, because it's probably the only efficient move that can take out the Yoshis in a single hit. The final Yoshi is a giant Yoshi. Stick to rock drop again, and avoid the attacks that cause you to lose time.

EVENT MATCH TWENTY-SIX

TROPHY TUSSLE TWO

TIME: 3:00

STOCK: 2

ENEMY STOCK: 2

LOCATION: Enteii trophy

Vs. 3 random characters

One of the enemies will always head toward the edge of the Enteii at the beginning, so knock him out quickly before he has a chance to attack. You'll have to deal with the other two right after that, so don't take too long trying to take out the first guy. These guys will basically gang up on you, so you'll have to deal with all three at the same time. Remember that it is really bad if you get surrounded by all three, so constantly knock them away if you have to.

EVENT MATCH TWENTY-EIGHT

PUFFBALLS UNITE!

TIME: 2:00

STOCK: 1

ENEMY STOCK: 1

LOCATION: Green Greens

Vs Kirby x15 (four at a time)

This is a pretty easy event match. It's basically like level twenty-four, but you're fighting fifteen Kirbys that are imitating a different character. Watch out for the ones like DK and Samus because they pack hard punches. You should be able to take all of them out easily with your rock drop. Just don't let them start beating on you too much, or all of them will join in and it'll be hard to escape.

EVENT MATCH THIRTY

ALL-STAR MATCH 3

TIME: 4:00

STOCK: 2

ENEMY STOCK: 1

LOCATION: Fountain of Dreams to Pokemon Stadium to Onett to Icicle Mountain

Vs Kirby to Pikachu to Ness to Ice Climbers

This is a pretty easy event match, mainly because you're fighting four light characters. That means that your powerful attacks can easily throw them into the air. The only thing that might make this difficult is the time limit. If you

usually win battles while taking your time, you're going to have a difficult time with this one. The easiest thing to do is just use your powerful moves over and over, and then rock drop on them when they have high damage.

EVENT MATCH THIRTY-ONE

MARIO BROS. MADNESS

TIME: 2:00

STOCK: Infinite

ENEMY STOCK: Infinite

LOCATION: Mushroom Kingdom

Vs. Mario and Luigi

Here, your goal is to defeat Mario and Luigi more times than they can defeat you in two minutes. A good thing to do would be to lure Mario and... that green guy with the moustache towards to edges of the screen where they can't be seen, then punch them off the arena.

EVENT MATCH THIRTY-SEVEN

LEGENDARY POKEMON

TIME: Infinite

STOCK: One

ENEMY STOCK: Two

LOCATION: Battlefield

Vs. Jigglypuff and Wireframes (x3)

Kirby has moderate speed, so this is going to be a tough one. What I suggest is to avoid fighting any of the enemies and just jump at the Balls when they appear. That is the key to winning here, since legendary pokemon are VERY powerful.

EVENT MATCH THIRTY EIGHT

SUPER MARIO BROS. 2

TIME: Infinite

STOCK: Two

ENEMY STOCK: Two

LOCATION: Mushroom Kingdom II

Vs. Mario, Luigi, and Peach

Here, you're fighting Mario, Luigi, and Peach. This is a free-for-all, which means that the enemies can attack each other as well as you. Still, it's good if you try to get in and attack them, since it'll go quicker. If you're the type of person that can't get into a fight without getting hurt, then wait until each enemy has high damage before going in to KO them.

EVENT MATCH FORTY

ALL-STAR MATCH 4

TIME: 4:00

STOCK: Two

ENEMY STOCK: One

LOCATION: Temple to Mushroom Kingdom II to POke Floats to Flat Zone

Vs. Marth, Luigi, Mewtwo, Jigglypuff, Mr. Game and Watch

I can't beat this with Kirby. I don't know, the time limit always gets me. I can get past the first four characters using powerful moves like rock drop and copying their abilities but by then, I only have about ten seconds left. If that's enough for you to KO Mr. Game and Watch, then congrats. If not, use another character (This is VERY easy for me with Yoshi).

EVENT MATCH FORTY-FOUR

MEWTWO STRIKES!

TIME: Infinite
STOCK: One
ENEMY STOCK: One
LOCATION: Battlefield
Vs. Mewtwo and Zelda

This match, while it seems simple, is a pain in the ass. Problem here is that if you defeat Zelda, you lose but she will constantly attack you, which can be very annoying. What I do is fend her off with very weak attacks, then go full force on Mewtwo. When Zelda comes back, do a weak attack then full force on Mewtwo again. Finally, knock Zelda as far back as you can without killing her, and deliver the finishing blow on Mewtwo.

EVENT MATCH FORTY-SIX
FIRE EMBLEM PRIDE
TIME: Infinite
STOCK: Three
ENEMY STOCK: Three
LOCATION: Temple
Vs. Marth and Roy

This is pretty difficult, since Marth and Roy are both very strong. You'll want to focus on one character only, and ignore the other character until the first one is defeated. And by defeated, I mean all three lives lost. Don't alternate between taking one life from Marth and then taking a life from Roy and so on and so forth. The little tunnel is good if you have high damage, because it's almost impossible to get knocked out.

EVENT MATCH FORTY-SEVEN
TROPHY TUSSLE THREE
TIME: 3:00
STOCK: Two
ENEMY STOCK: Two
LOCATION: Majora's Mask trophy
Vs. three random characters

These characters are much stronger than the others. That's a pretty bad thing, since Kirby is quite a light character. A good strategy would be to rush in, do a quick, powerful attack on one character, then retreat. As the enemies' damage meter gets higher, you can get in for longer periods of time.

EVENT MATCH FORTY-EIGHT
PIKACHU AND PICHU
TIME: Infinite
STOCK: Two
ENEMY STOCK: (Pichu: One) (Pikachu: Infinite)
LOCATION: Dream Land
Vs. Pichu, Pichu, and Pikachu

The really annoying thing here is that Pikachu has infinite lives, so you can never get him out of the way. All you can really do is fend him off with weak attacks, and then just use powerful moves on the Pichus.

For the final three event matches, I can't beat with Kirby. I can tell you who to use though on them. Use Yoshi on Event Match forty-nine, Samus on event match 50, and Jigglypuff on Event Match fifty-one. Yes, I am not drunk or high or anything, I MEAN Jigglypuff. His down+B move puts him to sleep, but if he's in the middle of anyone, they will suffer MAJOR damage. Sorry Kirby fans, but chances are you'll have to go with a different character on these.

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After a bit of thinking and a couple of e-mails asking me if they could host the FAQ on their site a decided this: I'll let you post this with my permission otherwise I can't include you in the sites that can host this and that would be bad for you! BUT you will be responsible for keeping up with the updates. I sugest checking at least once a month or once every month and a half for an update or maybe every two weeks or so. If you say it is your own work I will really get you! If you find this FAQ on another site, please e-mail me with the site name and I will thank you a thousand times and also get my FAQ off the other sites.

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- CJayC
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REST OF FAQ COMING SOON!

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